

DISCONTINUED COURSES AND SUBSTITUTING COURSES IN CURRICULUM 2026-2028

Laitos / Department : Taiteen ja median laitos / *Department of Art and Media*

Ohjelma / Programme : Taiteen ja Median maisteriohjelma / *Master's Programme in Art and Media*

Pääaine / Major : Game Design and Development

Tutkintovaatimuksista poistuva opintojakso / <i>Discontinued course</i>			Korvaava opintojakso / <i>Substituting course</i>		
Tutkintovaatimukset / <i>Degree requirements 2024-2026</i>			Tutkintovaatimukset / <i>Degree requirements 2026-2028</i>		
Koodi / <i>Code</i>	Nimi / <i>Name</i>	Laajuus op / <i>Scope cr</i>	Koodi / <i>Code</i>	Nimi / <i>Name</i>	Laajuus op / <i>Scope cr</i>
AXM-E5002	Game Analysis	6	AXM-E5012	Science of Game Design*	3
AXM-E5004	Game Project II	6	AXM-E5013	Game Project II	9
AXM-E5005	Software Studies for Game Designers	3		No substituting course, contact your academic advisor	
	No equivalent course		AXM-E5014	Game Tools and Technology	6

*) Science of Game Design is not the same scope as Game Analysis. If you need the 6 cr course for your degree please contact your academic advisor